Bibliography

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Summary

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(57) [Abstract]
[Technical problem] By changing the pattern for a lottery displayed on the screen in a mode with unexpected nature, the game machine with which enjoyment has stage effects highly is offered.
[Means for Solution] Two or more patterns for a lottery for making a game person recognize a lottery result are displayed on Screen 20 of a game machine. The cover film F for covering the pattern for a lottery is arranged in the front face of Screen 20. The cover pattern G is drawn on the cover film F, and two or more slits S are formed in the cover pattern G at equal intervals. If the pattern for a lottery is covered by the cover pattern G, as the pattern for a lottery of the kind of 1 was constituted by the portion peeped into through two or more slits S, it will be checked by looking from a game person. When only the length by which the cover film F is equivalent to the interval between two or more slits S is moved in the vertical direction, each portion currently peeped into through the **** slit S from the first will be covered, and each portion ******(ed) from the first will be peeped into through two or more slits S on the contrary.

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CLAIMS

[Claim(s)]
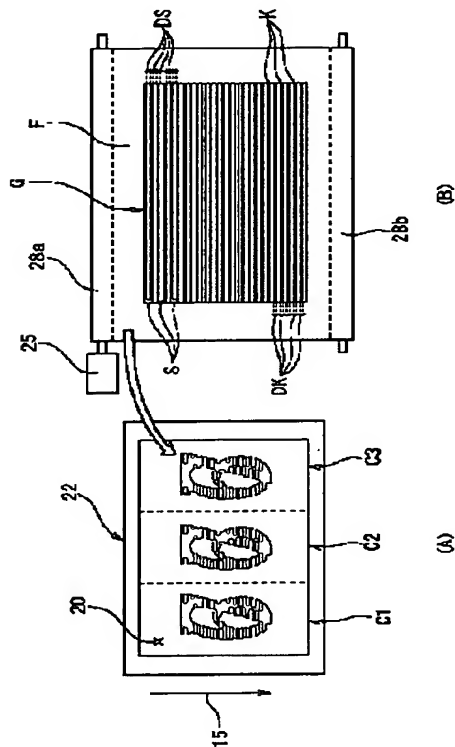[Claim 1] If it has the covered member which is characterized by providing the
following and which is a game machine and covers the pattern for a lottery, two or
more slits are formed in the aforementioned covered member and the

aforementioned pattern for a lottery is covered by the covered member The pattern for a lottery of the kind of 1 is checked by looking from a game person by the portion peeped into through two or more slits of a member. the aforementioned cover — If only the length by which the aforementioned covered member is equivalent to the interval between two or more aforementioned slits is moved in the predetermined direction and the aforementioned pattern for a lottery is covered by the moved covered member the aforementioned cover — the game machine with which the pattern for a lottery of other kinds which differ from the pattern for a lottery of the kind of above 1 by the portion peeped into through two or more slits of a member is checked by looking from a game person A lottery means to cast lots if a predetermined start condition is filled Pattern display which makes a game person recognize the lottery result by the aforementioned lottery means by the halt display mode of two or more patterns for a lottery

[Claim 2] If it has the covered member which is characterized by providing the following and which is a game machine and covers the pattern for a lottery, two or more slits are formed in the aforementioned covered member and the aforementioned pattern for a lottery is covered by the covered member The pattern for a lottery of the kind of 1 is checked by looking from a game person by the portion peeped into through two or more slits of a member. the aforementioned cover — If only the length by which the aforementioned pattern for a lottery is equivalent to the interval between two or more aforementioned slits is moved in the predetermined direction and the moved pattern for a lottery is covered by the aforementioned covered member the aforementioned cover — the game machine with which the pattern for a lottery of other kinds which differ from the pattern for a lottery of the kind of above 1 by the portion peeped into through two or more slits of a member is checked by looking from a game person A lottery means to cast lots if a predetermined start condition is filled Pattern display which makes a game person recognize the lottery result by the aforementioned lottery means by the halt display mode of two or more patterns for a lottery

[Claim 3] The game machine which is a game machine according to claim 1 or 2, and is characterized by displaying the pattern for a lottery of the kind of 1, and the pattern for a lottery of other kinds on the same field.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]
[0001]
[The technical field to which invention belongs] This invention relates to a game machine like for example, a pachinko machine (a mahjong ball game machine, an arrangement ball machine, etc. are included) or a slot machine.
[0002]
[Description of the Prior Art] In the pachinko machine which is one of the game machines, a pachinko ball (game sphere) is carried out at a starting mouth, and an ON sphere or when a prize is won, a change indication of the pattern for a lottery (for example, specially pattern) is given at pattern display (for example, liquid crystal display). And it has reported whether the lottery result performed to the winning a prize by the mode of two or more patterns for a lottery which indicated by halt after the change display is great success. For example, when a lottery result is great success, the great success pattern arrays (for example, "7, 7, 7", etc.) to which three patterns for a lottery of the same kind were equal were displayed, and great success is reported to the game person. If great success is reported, a great success game (a large winning-a-prize mouth is opened fixed time) will be given to a game person after that, and expenditure of the awarded balls of about 1 constant will be performed.
[0003] In such a game machine, heightening the stage effects of a game is performed by setting, after fluctuating a pattern to pattern display before indicating by halt, and changing variously the mode of a change display of a pattern, the movement of the animation used as a background, etc. However, in the conventional game machine to apply, the display mode after stopping a pattern had little change, and there is a limitation also in the variation for heightening stage effects, and it had become a problem.
[0004]
[Problem(s) to be Solved by the Invention] Stage effects are by originating this invention in view of the above troubles, and changing the pattern for a lottery displayed on the screen etc. in a mode with unexpected nature to offer the game machine which has enjoyment highly.
[0005]
[Means for Solving the Problem] In order to solve said technical problem, invention indicated to each claim is constituted. According to the game machine according to claim 1, on condition that a predetermined start condition is filled, the lottery by the lottery means is performed. "A predetermined start condition" here will be that a

pachinko ball wins a prize or passes to a winning-a-prize mouth, accessory equipment, etc., if it says for example, with a pachinko machine. Moreover, if it says, for example with a slot machine, it has pointed out that a game person operates a starting lever etc. For example, if a pachinko ball wins a prize of a winning-a-prize mouth, the passage signal of a pachinko ball will be sent to a lottery means by the winning-a-prize sensor. The lottery by the lottery means is performed taking advantage of this. A lottery is performed by distinguishing whether this lottery means generates a random number (called the random number for a great success judging) by being constituted by CPU which performs various kinds of operations in the procedure beforehand defined by reading the program memorized by ROM etc., and a "lottery means" here is the number of predetermined in this random number. For example, in a pachinko machine, when the lottery result by the lottery means is "great success", a halt indication of the pattern is given in predetermined display modes, such as "7, 7, 7", with pattern display. By seeing this, a game person recognizes that it is "great success", and a great success game is given to a game person after that.

[0006] According to the game machine according to claim 1, it has a covered member for covering the pattern for a lottery. That it is with "cover" here has pointed out the state where a part of pattern [at least] for a lottery "was interrupted" visually, and the bird clapper, by arranging a covered member between the patterns for a lottery for the game person who performs a pachinko game etc. toward a game machine. If two or more slits are formed in "a covered member" at equal intervals and the pattern for a lottery is covered by the covered member, as the pattern for a lottery of the kind of 1 was constituted, it will be checked by looking from a game person by the portion (getting it blocked a part of pattern for a lottery) peeped into through two or more slits.

[0007] Moreover, if only the length by which a covered member is equivalent to the interval between each slit formed in the covered member is moved in "the predetermined direction" in a game machine according to claim 1 each portion of the pattern for a lottery which constituted "the pattern for a lottery of the kind of 1" is covered by showing from a **** slit from the first — ******** — opposite — from the first — ****** — the portion covered by portions other than each slit of a member comes to be peeped into through each slit And as said the "pattern for a lottery of a kind besides different " from pattern" for a lottery of the kind of 1" was constituted by each portion of the pattern for a lottery peeped into through each slit after the movement, it will be checked by looking from a game person. In addition, said the "predetermined direction" has pointed out the thing of the direction which carries out an abbreviation rectangular cross to the longitudinal direction of two or more of the slits, when two or more slits are formed in parallel by regular intervals to a covered member.

[0008] That is, according to the game machine according to claim 1, the check by looking of the pattern for a lottery by which it is indicated by halt with pattern

display is alternatively enabled by moving a covered member. thereby — a game — a person — for — a stop — a display — carrying out — having had — a lottery — ** — a pattern — being certain — the time — "— one — a kind — a lottery — ** — a pattern — " — it is — as — visible — moreover — being certain — the time — cover — a member — movement — operation — the above — one — a kind — a lottery — ** — a pattern — differing — "— others — an Thereby, the production by pattern display becomes what was rich in unexpected nature, and can offer now a game with still higher interest to a game person.

[0009] According to the game machine according to claim 2, it has a covered member for covering the pattern for a lottery. If two or more slits are formed at equal intervals and the pattern for a lottery is covered by the covered member, as the pattern for a lottery of the kind of 1 was constituted, from a game person, it will be checked by looking by "the covered member" by the portion (getting it blocked a part of pattern for a lottery) peeped into through two or more slits.

[0010] And if only the length by which the pattern for a lottery is equivalent to the interval between each slit formed in the covered member is moved in "the predetermined direction" according to the game machine according to claim 2 each portion of the pattern for a lottery which constituted "the pattern for a lottery of the kind of 1" is covered by showing from a **** slit from the first — ******** — opposite — from the first — ****** — the portion covered by portions other than each slit of a member comes to be peeped into through each slit As said the "pattern for a lottery of a kind besides different " from pattern" for a lottery of the kind of 1" was constituted by each portion of the pattern for a lottery peeped into through each slit after the pattern for a lottery was moved, it is checked by looking from a game person. In addition, said the "predetermined direction" has pointed out the thing of the direction which carries out an abbreviation rectangular cross to the longitudinal direction of two or more of the slits, when two or more slits are formed in parallel by regular intervals to a covered member.

[0011] That is, according to the game machine according to claim 2, the check by looking of the pattern for a lottery by which it is indicated by halt with pattern display is alternatively enabled by moving the pattern for a lottery. By this, the pattern for a lottery by which it was indicated by the stop for the game person will be visible to "the pattern for a lottery of a kind besides " of seeming to be pattern" for a lottery of the kind of 1, and differing from the pattern for a lottery of the kind of above 1 only by move operation of the pattern for a lottery at a certain time" at a certain time. Thereby, the production by pattern display becomes what was rich in unexpected nature, and can offer now a game with still higher interest to a game person.

[0012] According to the game machine according to claim 3, "the pattern for a lottery of pattern" for a lottery of the kind of 1, and a kind besides "" is displayed on th same field. A t rm called "the patt rn for a lottery of a kind besides pattern" for a lottery of the kind of 1 and "" here is a term used for convenience, in order to

distinguish both the patterns whose check by looking is alternatively enabled by the covered member, and it is not a term used since it embellished as only two not existing [a pattern] or a specific property existing only in one pattern etc. according to a game machine according to claim 3 — the inside of the same field — setting — a certain time — "— pattern" for a lottery of the kind of 1 is checked by looking, and a certain time can make a game person check two or more patterns for a lottery by looking alternatively as pattern" for a lottery of a kind besides " is checked by looking Since a game person can be made by this to check two or more patterns by looking in the limited field, the variation of a pattern used for the display production of a game machine can be extended easily.

[0013]

[Embodiments of the Invention] The gestalt of operation of the 1st of a [gestalt of the 1st operation] this invention is explained referring to a drawing. Drawing 1 is the front view showing the appearance of the pachinko machine 10. The gate 32 which has the gate sensor 58 which detects the pachinko ball to pass on the game face of a board 12 of the pachinko machine 10 shown in drawing 1 , the starting mouth 30 which have the starting mouth sensor 60 which detects the pachinko ball which won a prize, the large winning-a-prize mouth 34 which have the lid 74 opened and closed by the solenoid 54, the compound equipment 14 which have complexly the pattern display 22 grade which mentions later, other common winning-a-prize mouths, a wind mill, a nail, etc. be arranged suitably The operation button 48 (control unit) for performing necessary directions in the lower part of the game face of a board 12 to the pachinko machine 10, The cigarette end of tobacco etc. The ash pan 46 and awarded balls to put in It has the handle 40 equipped with the lower pan 44 which stores the included pachinko ball temporarily, and the touch sensor 42 which detects whether a game person's hand is touching, the loudspeaker 50 which is prepared in the interior of the upper pan 38 which is a saucer of awarded balls, and makes sound (a sound effect, music, etc. are included). Moreover, it has the lamps 16 arranged in a suitable position according to the frame opening sensor 36 which detects opening of a glass holder 18 (metal flask), the content of a game of the pachinko machine 10, etc. Furthermore, it has the return switch 72 grade which orders it the ball rental switch 64 which orders it ball rental, and return of a prepaid card above the upper pan 38.

[0014] The passage mouth 24 prepared in the game face of a board 12 is equipped with the common pattern drop 26 which is made to usually blink a pattern and is displayed. Usually, the pattern drop 26 is constituted by a piece or two or more emitters (for example, Light Emitting Diode which emits green and red), and when a pachinko ball passes through the gate 32, it performs the blink display of a necessary period (for example, for 10 seconds). the V zone 56 which can continue a great success game state within the number of times of necessary (for example, 16 tim s) if a pachinko ball wins a prize of the large winning-a-prize mouth 34 within a large winning-a-prize mouth opening period (for example, for 20 seconds) —

awarded balls are only paid out ― it usually has the winning-a-prize mouth etc. In order to detect the pachinko ball which won a prize, the V zone 56 is equipped with V zone sensor 52, and the winning-a-prize mouth is usually equipped with the winning-a-prize sensor 70. Moreover, under the large winning-a-prize mouth 34, the starting mouth 68 is formed and the starting mouth sensor 66 can detect now the pachinko ball which won a prize. The starting mouth 68 is equipped with a function equivalent to the starting mouth 30. These starting mouths 30 and 68 are all equivalent to the "predetermined field" in this invention.

[0015] Compound equipment 14 has two or more pattern display 22 which can change display a pattern specially. A liquid crystal display is used for the pattern display 22, and a special pattern, an ornament pattern, etc. which consist of patterns, such as a character, a sign, a sign, a figure, and an image, are displayed on it. Not only a liquid crystal display but CRT, a Light Emitting Diode drop, and what drop that can display a pattern like a plasma display may be used for the pattern display 22.

[0016] Next, the main control board 100 which realizes the pachinko game by the pachinko machine 10, The display-control substrate 200 which displays a pattern on the pattern display 22 in response to the display command (for example, signal about a halt schedule pattern, a change pattern, etc.) sent from the main control board 100, It explains referring to drawing 2 and drawing 3 which showed these examples of 1 composition about the sound control board 300 which takes out sound from a loudspeaker 50 in response to the sound instructions (for example, signal containing a tone, the size of sound, the height of sound, the merits and demerits of sound, the change pattern of sound, etc.) similarly sent from the main control board 100. These main control boards 100, the display-control substrate 200, and the sound control board 300 are formed in the tooth-back side of the pachinko machine 10 etc. by each.

[0017] First, it explains, referring to drawing 2 about the composition of the main control board 100. As shown in drawing 2 , the main control board 100 It is constituted focusing on CPU (arithmetic and program control)110. A game control program and necessary data (For example, the value of the random number which is becoming it a great success etc.) Data to store, such as ROM112, various kinds of random numbers, and an instruction RAM114 stored temporarily, the input-process circuit 102 changed into the data format which can be processed within the main control board 100 in response to the signal sent from various kinds of input units, and the operation data sent from CPU110 are received, and they are various kinds of output units (for example). The operation motor 25 and solenoid 54 grade the plurality of the output-processing circuit 104 to operate, the display-control circuit 106 which controls lighting / putting-out-lights operation of an emitter suitably in response to the indicative data sent from CPU110, and communications control circuit which sends necessary signal to sound control board 300 or display-control substrate 200 grade 116 grade ― **********(ing) ― **** . Two or more of these components are connected with CPU110 by each through the bus 118.

[0018] CPU110 performs the game control program stored in ROM112, and realizes the game by the pachinko machine 10. Although EPROM is used for ROM112 and SRAM is used for RAM114, the memory of other type may be used arbitrarily. There are EEPROM, DRAM, a flash memory, etc. as memory of other type. As an input unit with which the input-process circuit 102 receives a detecting signal etc., there are the starting mouth sensors 60 and 66, the gate sensor 58, a winning-a-prize sensor (V zone sensor 52 grade), the operation button 48, or other sensors (the frame opening sensor 36, touch sensor 42 grade), for example. As an output unit to which the output-processing circuit 104 outputs a signal, there is solenoid 54 grade, for example. As an emitter in which the display-control circuit 106 carries out a display control, there is lamps 16 or common pattern drop 26 grade, for example. The communications control circuit 116 can send necessary data also to the expenditure substrate 400 which controls the expenditure equipment 450 which pays out a pachinko ball (awarded balls, sphere on hire) further if needed, the hole computer which is not illustrated.

[0019] Next, it explains, referring to drawing 3 about the composition of the display-control substrate 200 and the sound control board 300. The display-control substrate 200 shown in drawing 3 is constituted focusing on CPU210. a display-control program and a necessary indicative data (for example, the display information corresponding to a display command —) two or more change patterns, two or more reach judgings, etc. containing a blank change pattern — etc. — ROM212 to store and a display command — Display information, An I/O signal etc. RAM214 stored temporarily, the communications control circuit 216 which receives the data sent from the main control board 100, the character generator 202 which memorizes a necessary pattern and is generated in response to instructions, and the display information sent from CPU210 are received. Pattern display (Drop) It has the component of the VDP(Video Display Processor)204 grade which displays the pattern processed into 22. The component of these plurality is connected by each CPU210 through the bus 218.

[0020] CPU210 performs the display-control program stored in ROM212, and displays a pattern on the pattern display 22. Although EPROM is used for ROM212 and SRAM is used for RAM214, the memory of other type may be used. The communications control circuit 216 can send necessary data also to a frame control board, a hole computer, etc. which are not illustrated further if needed. There are data, such as characters (an alphabetic character, kanji, etc.), a pattern (a special pattern, an ornament pattern, etc. which are mentioned especially later are included), a still picture, animations (animation etc.), and an image, among the pattern data which a character generator 202 generates. VDP204 which has VRAM, Pallet RAM, etc. reads the pattern data which the character generator 202 generated in response to display information, and after performing picture edit of color scheme specification, sprite processing, etc. and developing pattern data on VRAM or Pallet RAM, finally it outputs a video signal, a synchronizing signal, etc. to the pattern

display 22. Change of a pattern group or the display of a halt is realizable with the sprite function realized by performing sprite processing at this time.

[0021] The sound control board 300 is constituted focusing on CPU310. A sound control program, necessary sound data (for example, the tone corresponding to sound instructions, the size of sound, and the height of sound —) ROM302, the display command which store the merits and demerits of sound, the change pattern of sound, etc., RAM304 which stores a transient data, sound data, etc., and the data sent from the main control board 100 are received. It has two or more components of the sound-source circuit 314 grade which generates the sound taken out from a loudspeaker 50 based on control of the sequencer 312 which controls height, merits and demerits, etc. of the communications control circuit 306 sent to CPU310 or RAM304 grade, and the sound to make (adjustment), and the sequencer 312 concerned. The component of these plurality is connected with CPU310 by each through the bus 308.

[0022] CPU310 performs the sound control program stored in ROM302, and takes out necessary sound from a loudspeaker 50. Although EPROM is used for ROM302 and SRAM is used for RAM304, the memory of other type may be used. A sequencer 312 memorizes the sequence data for controlling sound in ROM302 grade. You may fix and the content of the sequence data concerned may be changed to the game middle class to arbitrary timing. The single sound generator (speed signal generator;Single Sound Generator) sound source which generates the pulse signal for making a beep sound etc. as a sound-source circuit 314, The PCM (Pulse Code Modulation) sound source which changes into signs, such as a binary digit, and generates a pulse signal, The ADPCM (Adaptive Differential PCM) sound source which high-compressed the PCM sound source further, The PWM (Pulse Width Modulation) sound source which generates a pulse signal while modulating pulse width, FM (Frequency Modulation) sound source which generates an analog signal is used modulating the PFM (Pulse Frequency Modulation) sound source and frequency which generate a pulse signal while modulating a pulse frequency. Moreover, the signal transformation circuit for finally changing a pulse signal into an analog signal like the D/A converter circuit changed into an analog signal etc. is included in the sound-source circuit 314. Furthermore, it may be the single sound which it is made to generate in the sound-source circuit 314, and is outputted, and it may be two or more sound (for example, chord). And DSP (Degital Signal Processor) in which the high-speed signal transformation of a pulse signal and an analog signal is mutually possible may be used for the sound-source circuit 314. The property of sound can be extended by such various circuits.

[0023] The expenditure control board 400 which pays out a pachinko ball is constituted focusing on CPU like main control board 100 grade by controlling expenditure equipment 450 in response to the expenditure signal sent through the communications control circuit 116 from the main control board 100. In addition, about oth r substrates including the expenditure control board 400, it is common

knowledge, and since it is not directly connected with the summary of this invention, illustration, explanation, etc. of concrete composition are omitted.

[0024] Drawing 4 (A) is the enlarged view which looked at the pattern display 22 from the transverse plane, and drawing 4 (B) is the enlarged view which looked at the operation motor 25 which operates the cover film F arranged in the front face of the pattern display 22, and its cover film F from the transverse plane. As shown in drawing 4 at (A), the pattern display 22 consists of liquid crystal displays, and in Screen 20, a pattern is specially fluctuated from "0" to "9" down (direction shown in the arrow 15 in drawing) from a top, and it can be displayed. Screen 20 consists of three pattern display trains formed in lengthwise, and it makes lengthwise indicate the pattern by change specially in each of the left figure handle display train C1, the inside pattern display train C2, and the right figure handle display train C3 from "0" to "9." If a pachinko ball wins a prize of the 1st-sort starting mouth 30, the patterns displayed on three pattern display trains C1, C2, and C3 of the pattern display 22 will start change almost all at once in the order change direction (direction shown in an arrow 15). And change of the pattern of each pattern display trains C1, C2, and C3 stops after predetermined-time progress, and a lottery result is reported to a game person by the mode of three patterns by which it was indicated by halt at each pattern display train. For example, when a lottery result is "great success", a halt indication of the pattern array of the Zorro eyes, such as "7, 7, 7", is given on Screen 20, and it is reported to a game person by the display mode of such a pattern that it is "great success." It consists of gestalten of this operation so that the change display of a pattern may be turned off in order of the left figure handle display train C1 and the right figure handle display train C3 and the pattern of the inside pattern display train C2 may finally stop change.

[0025] As shown in drawing 4 (B), the cover film F (it corresponds to "the covered member" of this invention) is arranged in the front face of Screen 20 by the pattern display 22 in the gestalt of this operation. The cover film F consists of transparent or translucent sheets made of synthetic resin, and the cover pattern G is drawn on the portion corresponding to Screen 20. If the upper-limit section and the soffit section of the cover film F are rolled round with the rolling-up rollers 28a and 28b, respectively and the operation motor 25 rotates When rolling-up roller 28a of the bottom connected with the driving shaft of the operation motor 25 rotates in the vertical any 1 direction and performs rolling up and rewinding, the cover pattern G can be moved in the vertical direction in the front face of Screen 20. [of the cover film F] In addition, it whirls to lower rolling-up roller 28b, and the spring (not shown) is built in, the cover film F is pulled caudad and the state where it was tightly stretched in the front face of Screen 20 is maintained. As shown in drawing 4 (B), the cover pattern G drawn on the cover film F is constituted by two or more grids K drawn on the longitudinal direction, and two or more slits S (crevice) are simultaneously constituted among two or more of these grids K. It consists of gestalten of this operation so that the dip DK of Grid K and the dip DS of Slit S may

become equal. That is, the interval length of two or more slits S is equivalent to the length of the dip DK of Grid K. Since the portion equivalent to Slit S consists of bright films, it can try to peep into some screens 20 through the game person who faces to the pachinko machine 10 through Slit S.

[0026] Drawing 5 is the front view showing the state where the cover film F was arranged in the front face of the pattern display 22, and drawing 6 is the side elevation seen from the direction which shows the pattern display 22 and the cover film F which are shown in drawing 5 to the arrow in drawing (I). In drawing 5 , some screens 20 are showing from two or more slits S. From two or more slits S, although a part of pattern of "7" is in sight little by little, respectively, when they are unified, it seems that the pattern array of "7, 7, 7" is displayed as a whole. If only the length equivalent to the arrangement interval DK of Slit S, i.e., the dip of Grid K, is moved downward (direction shown in the arrow in drawing 6 (II)) from the state which the cover film F shows to drawing 5 , as shown in drawing 7 By showing from the **** slit S from the first, each portion of the pattern for a lottery which constituted "7, 7, 7" will be covered from a game person, and each portion covered by two or more grids K comes to be peeped into through two or more slits S on the contrary. And as the pattern array of "6, 6, 6" "7, 7, whose 7" are different pattern arrays was displayed by each portion of the pattern for a lottery peeped into through each slit S after the movement, it is checked by looking from a game person.

[0027] It is in the state where both the patterns array of "6, 6, 6", and "7, 7, 7" was simultaneously displayed on the almost same position by Screen 20, and compounded with it, as [show / in drawing 4 (A)]. Namely, the pattern array of "6, 6, 6", and "7, 7, 7" When two or more grids K are in the position shown in drawing 5 When only the pattern array of "7, 7, 7" is checked by looking from two or more slits S and two or more grids K are in the position shown in drawing 7 It is displayed "in the shape of in a completely different class" for every (every dip DK of Grid K) arrangement interval of Slit S so that only the pattern array of "6, 6, 6" may be checked by looking from two or more slits S. And if the cover film F is not moved in the vertical direction and it is made to move both the patterns array of "6, 6, 6", and "7, 7, 7" simultaneously displayed on this screen 20 towards one of the upper and lower sides by the arrangement interval of Slit S When both the patterns array is displayed on one position, only the pattern array of "6, 6, 6" is checked by looking from two or more slits S, and when both the patterns array is displayed on the position of another side, only the pattern array of "7, 7, 7" can be checked by looking from two or more slits S. In short, in order to enable the check by looking only of one pattern array among "6, 6, 6", or "7, 7, 7" from two or more slits S, the cover film F can be moved in the vertical direction, and the method of moving the pattern array of "6, 6, 6", and "7, 7, 7" itself displayed on Screen 20 in the vertical direction can also be taken. Thus, with the gestalt of this operation, the check by looking only of one of pattern arrays to "it is alternative" can be enabled, for example by [as which it is displayed on Screen 20] moving the cover film F or the

pattern itself in the vertical direction for the pattern array of "6, 6, 6", and "7, 7, 7."
[0028] In addition, if the cover film F is rolled round more than predetermined length towards above or down, it will be rolled round by upper rolling-up roller 28a or lower rolling-up roller 28b, only the transparence or the portion which became translucent of the cover film F will be pulled out, and the portion on which the cover pattern G was drawn will be arranged in the front face of Screen 20. Thereby, the check by looking of the pattern displayed on Screen 20 to a game person can also be enabled now as it is, without covering with the cover pattern G.
[0029] It explains in detail, dividing into two examples, (1) and (2), below, and referring to a drawing, respectively about the concrete mode of the display production realized with Screen 20 and the cover film F about the pachinko machine 10 constituted as mentioned above.
[0030] (1) Explain the 1st example in detail, referring to drawing 8 - drawing 13 . In this example, as shown in drawing 8 , the change display of a pattern is turned off in order of the left figure handle display train C1, the right figure handle display train C3, and the inside pattern display train C2, and a halt indication of the special pattern of "0" - "9" is given on the line L1 of each pattern display train. The pachinko machine 10 in this example is the so-called one-line opportunity, if great success pattern arrays, such as "7, 7, 7", are displayed on the line L1 of each pattern display train which is the display position of an inside step mostly, it will mean reporting great success to a game person, and a great success game (the large winning-a-prize mouth 34 is opened during a fixed period) will be given to a game person after that. In addition, in order to give explanation intelligible, the operation motor 25 and the rolling-up rollers 28a and 28b are omitted, and it is expressed with drawing 8 - drawing 13 in the state where the cover film F has been arranged in the front face of Screen 20.
[0031] In this example, first, as shown in drawing 8 , the pattern of "6" is displayed on three pattern display trains C1, C2, and C3, and a halt indication of the great success pattern array of "6, 6, 6" is given on a line L1. After displaying the great success pattern array of "6, 6, 6" on a line L1 and carrying out predetermined-time progress, as shown in drawing 9 , from the upper part of Screen 20, the great success pattern array of "7, 7, 7" appears, and it is displayed that it moves towards down (direction shown in the arrow A1 in drawing). And the great success pattern array of "6, 6, 6" and the great success pattern arrays of "7, 7, 7" overlap mutually, will be in the state where these two great success pattern arrays were compounded, and will be displayed on a line L1 (refer to drawing 10).
[0032] As shown in drawing 10 , after both the patterns array of "6, 6, 6", and "7, 7, 7" has compounded on a line L1 and being displayed, the operation motor 25 rotates, and it operates so that the cover pattern G currently rolled round by upper rolling-up roller 28a may appear in the front face of Screen 20 and may get down downward. And it will be in the state where the cover pattern G drawn on the front face of Screen 20 by the cover film F has arranged, and a part of pattern displayed on

Screen 20 will be peeped into through two or more slits S. As shown in drawing 11 , from a game person, it seems that only the great success pattern array of "6, 6, 6" which are the pattern array which is one side is shown by the whole portion peeped into through two or more slits S.

[0033] After the cover pattern G stops in the state which shows in drawing 11 , the operation motor 25 rotates again and the cover pattern G moves downward by the arrangement interval of Slit S. And the portion covered by Grid K from the first comes to be checked by looking from a game person through two or more slits S, and, in the portion currently peeped into through two or more slits S, it will be covered by two or more grids K on the contrary. Thereby, as shown in drawing 12 , from two or more slits S of the cover pattern G, a part of pattern displayed on Screen 20 is checked by looking, and it comes to seem from a game person that the great success pattern array of "7, 7, 7" is displayed as a whole.

[0034] Then, the operation motor 25 rotates again and the cover pattern G drawn on the cover film F is rolled round by upper rolling-up roller 28a or lower rolling-up roller 28b. Thereby, although the whole screen 20 comes to appear from a game person through the transparent portion of the cover film F, it will be in the state where only the great success pattern array of "7, 7, 7" was displayed on Screen 20, as [show / in drawing 13]. Based on this great success pattern array of "7, 7, 7", a great success game will be given to a game person after that.

[0035] If the display production by moving the cover pattern G explained above is used in case it performs re-lottery production of the great success pattern once displaying a great success pattern array on Screen 20, it is effective. The pattern of "7" which constitutes the great success pattern array of namely, "7, and 7 and 7" is a probability change pattern. When the pattern of "6" which constitutes the great success pattern array of "6, 6, 6" is not a probability change pattern The much more thrill and the much more hope can be given to a game person by enabling the check by looking of the great success pattern array of "6, 6, 6", and "7, 7, 7" alternatively by moving the cover pattern G. When "great success" is decided by displaying a great success pattern array with this pattern, the "probability change pattern" here has pointed out the thing of a pattern to which the shift to the state of the "probability change game" that the probability which is "becoming it a great success" again goes up rather than the usual game state is performed, after the great success game is completed. That is, even if it is the case where the great success pattern array of "6, 6, 6" was once displayed, and it becomes the "usual" great success, the cover pattern G will appear in the front face of Screen 20, and possibility of being indicated by change by the re-lottery at great success pattern arrays, such as "7, 7, 7", will arise. By this, for a game person, since possibility of shifting to a probability change game state will arise even if it once becomes the usual "great success", the hope for "great success" will be raised further.

[0036] In addition, although the above-mentioned example explained the example by which the check by looking of two kinds of great success pattern arrays of "6, 6, 6",

and "7, 7, 7" is alternatively enabled when the cover pattern G drawn on the cover film F moves in the front face of Screen 20 You may make it make these great success pattern arrays check by looking alternatively by fixing the cover pattern G and moving the pattern array (referring to drawing 10) which "6, 6, 6" which are displayed on Screen 20, and "7, 7, 7" compounded contrary to this. That is, in order to make it seen [only one pattern array] from a game person among "6, 6, 6", and "7, 7, 7", you may make it move the cover pattern G, and may make it move the pattern displayed on Screen 20 from two or more slits S.

[0037] (2) Next, explain the 2nd example concretely, referring to drawing 14 – drawing 19 . In this example, as shown in drawing 14 , the change display of a pattern is turned off in order of the left figure handle display train C1 and the inside pattern display train C2, and, finally the change display of the pattern of the right figure handle display train C3 is turned off. If great success pattern arrays, such as "7, 7, 7", are displayed on the line of either the line L1 which the pachinko machine 10 in this example is the so-called three-line opportunity, and was formed in the longitudinal direction of Screen 20 or the line L2 formed in the direction of slant of Screen 20 and the line L3, it will mean reporting great success to a game person, and great success game processing will be performed after that. in this example, as shown in drawing 14 , in the left figure handle display train C1 of Screen 20, the pattern of "7", "5", and "7" indicates by halt from the upper case section at order, respectively — having — **** — the middle of the inside pattern display train C2 – – a halt indication of the pattern of "6" is given on the line L1 which is the display position of the section Moreover, in the right figure handle display train C3, a change indication of the pattern is given at the rate of the grade which cannot be checked by looking down from a top (in direction shown in the arrow B1 in drawing). And, for example taking advantage of production sound, the appearance of the pattern of the character, etc., in the inside pattern display train C2, the pattern of "7" turns caudad from the upper part of Screen 20, and is displayed to get down (turning in the direction shown in the arrow A2 in drawing). In addition, in order to give explanation intelligible, the operation motor 25 and the rolling-up rollers 28a and 28b are omitted and expressed with drawing 14 – drawing 19 .

[0038] As shown in drawing 15 , in the inside pattern display train C2, it gets down caudad and the pattern of "7" is displayed to overlap the pattern of "6" on a line L1. And the pattern of "6" and "7" is compounded, and it is displayed that it deforms into the "in-a-completely-different-class-like" pattern in which one of patterns is checked by looking from two or more slits S.

[0039] As shown in drawing 16 , it operates so that the operation motor 25 may rotate, the cover pattern G currently rolled round by upper rolling-up roller 28a may appear in the front face of Screen 20 and it may get down downward on the line L1 of the inside pattern display train C2, after the pattern which "6" and "7" compounded "in the shape of in a completely different class" is displayed. In this case, the cover pattern G which can be set will be small drawn so that only the

pattern displayed on the line L1 of the inside pattern display train C2 can be covered, and a part of pattern displayed on the line L1 of the inside pattern display train C2 will be peeped into through two or more slits S. As shown in drawing 16 , from a game person, it comes to seem that only the pattern of "6" which is one pattern of the patterns of "6" compounded from two or more slits S of the cover pattern G and "7" is displayed.

[0040] After the cover pattern G stops in the state which shows in drawing 16 , the operation motor 25 rotates again and the cover pattern G moves downward by the arrangement interval of Slit S. And the portion covered by Grid K from the first comes to be checked by looking from a game person through two or more slits S, and, in the portion currently peeped into through two or more slits S, it will be covered by two or more grids K on the contrary. Thereby, as shown in drawing 17 , from a game person, it comes to seem that only the pattern of "7" which is the pattern of another side of the patterns of "6" compounded from two or more slits S of the cover pattern G and "7" is displayed.

[0041] Then, the operation motor 25 rotates again and the cover pattern G drawn on the cover film F is rolled round by upper rolling-up roller 28a or lower rolling-up roller 28b. Thereby, through the transparent portion of the cover film F, the whole screen 20 comes to appear and it will be in the state where only the pattern of "7" was displayed on the line L1 of the inside pattern display train C2 from a game person as [show / in drawing 18]. It will be in the state where the reach pattern array of "7, 7, **" ("**" shows under a change display) was displayed on the line L2 of the direction of slant, and the reach pattern array of "7, 7, **" was displayed also on the line L3 in Screen 20 by this. This state is in the state of the so-called "double reach" where two reach lines were formed, and if a halt indication of the pattern of "7" is given on the line L2 of the right figure handle display train C3, or a line L3, it will mean that the great success pattern array of "7, 7, 7" is formed, and it had reported "great success" to the game person.

[0042] According to this example, a certain time can make some patterns displayed on Screen 20 able to check by looking as a pattern of one kind, and it can be made to check by looking as a pattern of the kind of another side by moving the cover pattern G in the vertical direction at a certain time, as explained above (it can be made to check by looking alternatively). the kind of pattern by which a halt indication of the display production by moving such a cover pattern G is given like this example the 2nd — it is effective if used in a scene which shifts to a reach state or a double reach state by how

[0043] After displaying the reach pattern array of "7, 7, **" on a line L2 and a line L3 and being in a double reach state (refer to drawing 18), as shown in drawing 19 , in the right figure handle display train C3, a halt indication of the pattern of "9", "8", and "7" is given from the upper case section at order, respectively. By this, on a line L3, a halt indication of the great success pattern array of "7, 7, 7" will be given, and a great success game will be given to a game person after that. Also in this case,

it is also possible to receive a game person and to give the much more hope and the much more thrill by covering three patterns displayed, for example on the right figure handle display train C3 with the cover pattern G, and performing display production which makes the pattern of "7" and other kinds check by looking alternatively.

[0044] In addition, although the above-mentioned example explained the example by which the check by looking of two kinds of patterns, "6" and "7", is alternatively enabled when the cover pattern G drawn on the cover film F moves in the front face of Screen 20 You may make it make these patterns check by looking alternatively by fixing the cover pattern G and moving the pattern (referring to drawing 15) which "6" displayed on Screen 20 and "7" compounded contrary to this. That is, in order to make it only one pattern be in sight from a game person among "6" and "7", you may make it move the cover pattern G, and may make it move the pattern displayed on Screen 20 from two or more slits S. The pattern of "6" and "7" in the above-mentioned example is equivalent to "pattern" for a lottery of the kind of 1 and the pattern for a lottery of a kind besides "" which are said to this invention.

[0045] Although the above (1) and two examples of (2) showed the example which makes two or more patterns displayed on Screen 20 by moving the cover pattern G drawn on the cover film F in the vertical direction check by looking alternatively For example, if the shield with which two or more slits were formed in the black plastic sheet is prepared, the shield is arranged in the front face of Screen 20 and it is made to make it move in the vertical direction, it is possible to make the same operation effect as the above-mentioned example attain.

[0046] In addition, it is possible by arranging a lenticular-sheet lens in the front face of Screen 20, for example, and moving the lenticular-sheet lens in the vertical direction to also make the pattern displayed on Screen 20 check by looking alternatively. That is, when a lenticular-sheet lens is arranged in the front face of Screen 20, from a certain angle, it seems that the pattern of "6" is displayed on Screen 20, and seems that the pattern of "7" is displayed on Screen 20 from a certain angle. If it is made to change the kind of pattern which applies this principle, is made to move the pattern itself displayed on a lenticular-sheet lens or Screen 20 in the vertical direction, and is displayed on Screen 20 through the lenticular-sheet lens, it is possible to make the above (1) and the same operation effect as the example of (2) attain.

[0047] Moreover, although the above (1) and two examples of (2) showed the example by which two or more slits S are formed in the longitudinal direction, it is possible to also make two or more patterns check by looking alternatively by forming Slit S in lengthwise, for example, and moving the pattern displayed on the cover pattern G or Screen 20 to a longitudinal direction.

[0048] [The gestalt of the 2nd operation], next the gestalt of operation of the 2nd of this invention are explained referring to drawing 20 – drawing 22 . The gestalt of this operation applies this invention to the slot machine 80 which makes down indicate by change two or more kinds of patterns drawn on three peripheral faces of a reel

from a top by rotation of the reel.

[0049] The slot machine 80 shown in drawing 20 is equipped with reel 83a the reel 82a and 3rd outside the reel 81a and 2nd outside the 1st outside sequentially from the left. The coin of predetermined number of sheets is fed into the slot machine 80 from a coin slot 84, and the rotation to the forward direction of Reels 81a, 82a, and 83a is started outside three by the starting lever 85 being operated caudad. On the peripheral face of Reels 81a, 82a, and 83a, two or more kinds of patterns, such as "7", "BAR", a "bell", and a "cherry", are drawn outside three, respectively, and it is stopped by rotation of Reels 81a, 82a, and 83a outside these three ignited by operation of the stop button 86 by the game person etc. In the display window 87 prepared in the front face of the slot machine 80 By the mode of these [by which every one pattern drawn on the transverse-plane side (transverse-plane side of the slot machine 80) of Reels 81a, 82a, and 83a outside three stopped was displayed, and it was indicated by halt at the display window 87] three patterns The number of sheets of the coin paid out by the game person, the propriety of a bonus game start, etc. are determined.

[0050] Drawing 21 is the perspective diagram of 1st inner reel 81b arranged inside reel 81a the reel 81a and 1st [its] outsides the 1st outside currently arranged in the interior of the slot machine 80. As shown in drawing 21 , it has the diameter of a size different, respectively the 1st outside from reel 81a and 1st inner reel 81b, and by installing these two reels on the same axle, predetermined distance is separated from the peripheral face of 1st inner reel 81b, and reel 81a is arranged along with a circumferencial direction the 1st outside.

[0051] The 1st outside, reel 81a is formed of transparent and colorless plastics, and two or more kinds of patterns, such as "7", "BAR", and a "bell", are drawn on the peripheral face. Coloring is made by two or more of these kinds of patterns at each, for example, coloring of red is made by the pattern portion of "7." Thereby, from the game person who stands on the front-face side of the slot machine 80, it lets a display window 87 pass, and since the portion of the pattern of "7" is red, it cannot try to space a rear-face side, and since portions other than the pattern of "7" are transparent, it can try to space a rear-face side. In addition, with the gestalt of this operation, the pattern of "7" is colored red, the pattern of "BAR" is colored black, the pattern of a "bell" is colored yellow, and the pattern of a "cherry" is colored blue.

[0052] Moreover, as shown in drawing 21 , 1st inner reel 81b is formed by plastics, coloring of "white", "red", "black", "yellow", "blue", etc., etc. is carried out, and the peripheral face is classified by color for every predetermined field along with the circumferencial direction. In the time of the usual game, the portion colored the white of 1st inner reel 81b is arranged at a front-face side, and the white portion can be seen from a display window 87.

[0053] For example, when the pattern of "7" drawn on the peripheral face of reel 81a the 1st outside has been arranged at the front-face side and the pattern of "7"

is displayed on a display window 87, as shown in drawing 22 (A), the pattern portion of "7" is red and the amount of [other than the pattern of "7" / 88] background will seem to be white. This has transparent portions other than the pattern of "7" of reel 81a the 1st outside, and the white peripheral face of 1st inner reel 81b arranged in the rear-face side depends it on it spacing and being visible. By this, for a game person, a part for the white background 88 will be used as the back, and the red pattern of "7" will be in sight distinctly.

[0054] On the other hand, when 1st inner reel 81b is operated so that the portion of the red can be seen, as the peripheral face colored the red of 1st inner reel 81b is arranged for example, at a front-face side, and it is shown in drawing 22 (B) from a display window 87 It will seem that it is red and the amount of [other than the pattern of "7" / 88] background is also red to the pattern of "7" drawn on reel 81a the 1st outside. This has transparent portions other than the pattern of "7" of reel 81a the 1st outside, and the peripheral face of the red of 1st inner reel 81b arranged in the rear-face side depends it on it spacing and being visible. Thereby, since the red pattern of "7" will use a part for the red background 88 as the back and will be displayed, it will be in the state where this pattern of "7" cannot be in sight very easily from a game person.

[0055] That is, according to the slot machine 80 in the gestalt of this operation, the background color of the pattern displayed on a display window 87 can be variously changed by carrying out rotation operation of the 1st inner reel 81b. if 1st inner reel 81b is operated so that the color and the background color of a pattern of a pattern may differ from each other — the pattern — a game person — "— visible — easy —" — it can display if 1st inner reel 81b is operated on the contrary so that the color and the background color of a pattern of a pattern may become the same — the pattern — a game person — "— visible — hard — " — it can display if 1st inner reel 81b is operated so that for example, a background color may turn into red — the red pattern of "7" — a game person — "— visible — hard — " — it can display moreover — if 1st inner reel 81b is operated so that a background color may turn into yellow — the pattern of a yellow "bell" — a game person — "— visible — hard — " — it can display

[0056] according to the slot machine 80 by the gestalt of this operation — a specific pattern — a certain time — a game person — "— visible — easy —" and a certain time — a game person — "— visible — hard — " — it can be made like and can make it check by looking "it is alternative" If such display technology is used as a support means of "eye push" for example, against a game person, it is effective. That is, when it rushes for example, into a bonus game into the game using the slot machine 80, by making a game person do "eye push" of the stop button 86 in a predetermined pattern, the role of small beforehand set to the display window 87 is displayed, and processing to which the expenditure number of sheets of coin is made to increase intentionally may be performed. In order to teach plainly for a game person the timing to which "eye push" of this stop button 86 is carried out,

the display technology of the above-mentioned example can be used. For example, in order to teach the timing as which the pattern of "7" is displayed on a display window 87, 1st inner reel 81b is operated and it is made for the background color of the display window 87 to turn into red. then, the pattern displayed on a display window 87 — "— visible — hard — " — since a moment becomes the timing which the pattern of "7" passes, the situation of being easy to gain roles of small, such as "7, 7, 7", can be made by making a game person do "eye push" to the timing That is, what is necessary is just to operate 1st inner reel 81b so that the color and the background color of a pattern of the pattern may turn into the same color in carrying out "eye push" of the pattern which a game person has.

[0057] In addition, with the gestalt of implementation of the above 2nd, the 1st outside arranged in left-hand side, although explained taking the case of reel 81a and 1st inner reel 81b prepared corresponding to it The 2nd outside arranged in the center, the 3rd outside arranged in the inner reel formed corresponding to reel 82a and it, or right-hand side, though the inner reel formed corresponding to reel 83a and it is used, of course, the same operation effect is attained.

[0058] Gestalt] of operation of others [[ ] In addition, in the pachinko machine (game machine) 10 and the slot machine 80 which were mentioned above, about the structure of other portions, a configuration, the quality of the material, the number, arrangement, and an operating condition, it is not limited to the gestalt of the above-mentioned implementation, and can change variously if needed. For example, each following gestalt adapting the gestalt of the above-mentioned implementation can also be carried out.

[0059] (A) Although the gestalt of the 1st operation showed the example by which the technology of making the pattern of a kind which moved the cover film F and is different checking by looking alternatively is applied to the pachinko machine 10, such display technology is applicable also to the slot machine 80. For example, the 1st [of the slot machine 80] outside, reel 81a is formed by transparent plastics etc., and the cover pattern G is drawn on the peripheral face. And two or more kinds of patterns, such as "7" drawn on the peripheral face of 1st inner reel 81b with the cover pattern G drawn on reel 81a and "BAR", are made to cover the 1st [this] outside. If reel 81a is operated the 1st outside and the cover pattern G is moved in the vertical direction, at a certain time, the pattern of "7" is checked by looking from two or more slits S, and the pattern of "BAR" and a "bell" can be checked by looking from two or more slits S at a certain time. For example, it can be used as if the pattern of the number of double precision was drawn on the peripheral face of the reel within the above, if two or more kinds of patterns were drawn on the peripheral face of one inner reel and it was made to make each pattern check by looking as two kinds of patterns. Thereby, the variation of a pattern used for the display production of the slot machine 80 can be extended easily. In addition, at this time, the position of the cover pattern G may be changed by the instructions from the slot machine 80, and may be changed by the selection instructions from a game

person. When changing the position of the cover pattern G by the selection
instructions from a game person, it is desirable to recognize and store the position
of the selected cover pattern G in the internal-control equipment of the slot
machine 80 etc. In addition, as mentioned above, when the cover pattern G is drawn
on reel 81a, it is desirable [the cover pattern G] to consist of lengthwise grids and
slits (that is, cover pattern G of not a disk but pinstripes) the 1st [of the slot
machine 80] outside. and when the cover pattern G consists of lengthwise grids and
slits Along with a circumferencial direction, the pinstriped cover pattern G is drawn
on the field (field of the portion equivalent to the arc of the sector of 120 degrees of
central angles) of 3 about 1/among the peripheral faces of reel 81a the 1st outside.
The pinstriped cover pattern G in which only the length for breadth of a grid was
shifted in the longitudinal direction with the aforementioned cover pattern G at the
field of 1/another 3 is drawn, and it is desirable to consider as transparence or solid
color, without remaining and drawing the cover pattern G on one third of fields. By
this, carry out rotation operation of the reel 81a the 1st outside, and a certain time
makes only one pattern check by looking from a display window 87 only by changing
the kind of cover pattern G arranged in the front face of a pattern, and it becomes
possible [the usage of making the pattern of another side check by looking] at a
certain time. When reel 81a is operated the 1st outside and the plain field has been
arranged in the front face of a pattern, the check by looking of the pattern drawn on
the peripheral face of 1st inner reel 81b can all be enabled, or all can also be made
impossible [a check by looking].
[0060] (B) Although the gestalt of the 2nd operation showed the example in which
one pattern is drawn at a time on the peripheral face of reel 81a at intervals of
predetermined the 1st outside Every [plurality], for example, every two patterns,
may be made to be drawn at intervals of predetermined on the peripheral face of
reel 81a the) and 1st outside like ("7", a "bell", and "BAR" (for example, like [of "7,
a bell" "7, BAR", and "a bell and BAR"]). [for example,] In other words, in the
peripheral face of reel 81a, two or more patterns may be made to be drawn on the
field on which one pattern is originally drawn the 1st outside. For example, if two
patterns are drawn on the field on which one pattern is drawn like "7 and a bell" By
operating 1st inner reel 81b, when the background color of a display window 87 is
white, the pattern of both "7" and a "bell" is checked by looking. When the
background color of a display window 87 is yellow, only the red pattern of "7" is
checked by looking, and when the background color of a display window 87 is red,
the situation that only the pattern of a yellow "bell" is checked by looking can be
made. Thereby, the 1st outside, it can be used as if the pattern of the number of
double precision was drawn on the peripheral face of reel 81a, and the variation of a
pattern used for the display production of the slot machine 80 can be extended
easily.
[0061] (C) Instead of the cover film F in the gestalt of the 1st operation, the liquid
crystal shutter which can cover Screen 20 in the shape of a grid can also be used.

Moreover, the cover film F cannot be arranged in the front face of Screen 20, but the cover pattern G can be displayed in Screen 20, and only the display in a liquid crystal screen can also be made to attain the same operation effect as the display technology in the gestalt of the 1st operation to the last.

[0062] (D) Although the case where the pattern of "7" gathered on [three] a line was considered as the great success pattern array with the gestalt of the 1st operation, a great success pattern array is good also considering the case where two or more patterns which are not limited to this but are different are displayed on the same line, as a great success pattern array. For example, the case where a pattern "1", "2", and "3" gathered, and are displayed on a line can also be considered as a great success pattern array.

[0063] (E) the gestalt of the 1st operation -- a left figure handle display -- although it constituted so that change of a pattern might stop in order of the pattern display train C2 -> right figure handle display train C3 among the order of the pattern display train C2, or left figure handle display train C1 -> among train C1 -> right figure handle display train C3 ->, the order which stops change can be changed variously if needed For example, this invention is applicable even if it is the case where the pachinko machine 10 is constituted so that change of a pattern may stop inside in order of the pattern display train C2 -> left figure handle display train C1 -> right figure handle display train C3.

[0064] (F) Although the gestalt of the 1st and the 2nd operation showed the example which applied this invention about vertical scrolling type the pachinko machine and slot machine with which the pattern display train was constituted by lengthwise, don't limit to such a mode. For example, a pattern display train is constituted by the longitudinal direction, and this invention is applicable even if it is horizontal scrolling type the pachinko machine and slot machine with which a pattern is specially changed in a longitudinal direction.

[0065] (G) With the form of the 1st operation, although Screen 20 showed the example which consists of three right pattern display trains into the left, don't limit to such a mode, and even if it is the game machine which consisted of one or five pattern display trains, this invention is applicable.

[0066] (H) Although this invention was applied with the gestalt of the 2nd operation about the slot machine 80 equipped with Reels 81a, 82a, and 83a outside three, don't limit to such a mode, and this invention is applicable even if it is the slot machine equipped with the reel outside one or five.

[0067] (I) Although the gestalt of the 1st operation explained the mode of the pattern displayed on Screen 20 of the pachinko machine 10 which is an one-line opportunity or a three-line opportunity, you may be the display mode of the pattern in the pachinko machine of other types. For example, this invention is also applicable to a five-line opportunity or an eight-line opportunity.

[0068] (J) With the gestalt of the 1st and the 2nd operation, although this invention was applied to the pachinko machine 10 or the slot machine 80, this invention is

applicable similarly about the other game machines (for example, the 3rd sort pachinko machine, an arrangement ball machine, a video game machine, etc.).
[0069]
[Effect of the Invention] As explained above, according to this invention, the game machine with which enjoyment has stage effects highly can be offered by making it make the pattern displayed on the screen of a game machine etc. check by looking alternatively.

[Translation done.]

DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]
[Drawing 1] It is the front view showing the appearance of a pachinko machine.
[Drawing 2] It is the block diagram showing the outline composition of a main control board.
[Drawing 3] It is the block diagram showing the outline composition of a display-control substrate and a sound control board.
[Drawing 4] It is the enlarged view which looked at pattern display, the cover film, and the operation motor from the transverse plane.
[Drawing 5] It is the front view showing the state where the cover film was arranged in the front face of pattern display.
[Drawing 6] It is the side elevation which looked at the pattern display and the cover film which are shown in drawing 5 from the direction shown in the arrow in drawing 5 (I).
[Drawing 7] It is the front view showing the state where the cover film was arranged in the front face of pattern display.
[Drawing 8] It is drawing showing an example of the content of display production with the 1st pattern display and cover pattern in an example.
[Drawing 9] It is drawing showing an example of the content of display production with the 1st pattern display and cover pattern in an example.

[Drawing 10] It is drawing showing an example of the content of display production with the 1st pattern display and cover pattern in an example.

[Drawing 11] It is drawing showing an example of the content of display production with the 1st pattern display and cover pattern in an example.

[Drawing 12] It is drawing showing an example of the content of display production with the 1st pattern display and cover pattern in an example.

[Drawing 13] It is drawing showing an example of the content of display production with the 1st pattern display and cover pattern in an example.

[Drawing 14] It is drawing showing an example of the content of display production with the 2nd pattern display and cover pattern in an example.

[Drawing 15] It is drawing showing an example of the content of display production with the 2nd pattern display and cover pattern in an example.

[Drawing 16] It is drawing showing an example of the content of display production with the 2nd pattern display and cover pattern in an example.

[Drawing 17] It is drawing showing an example of the content of display production with the 2nd pattern display and cover pattern in an example.

[Drawing 18] It is drawing showing an example of the content of display production with the 2nd pattern display and cover pattern in an example.

[Drawing 19] It is drawing showing an example of the content of display production with the 2nd pattern display and cover pattern in an example.

[Drawing 20] It is the perspective diagram showing the appearance of a slot machine.

[Drawing 21] It is the perspective diagram of a reel and the 1st inner reel arranged inside a reel the 1st outside the 1st outside arranged in the interior of a slot machine.

[Drawing 22] It is the front view showing the state where the pattern of "7" was displayed on the display window.

[Description of Notations]

10 -- Pachinko machine (game machine)

20 -- Screen

22 -- Pattern display

25 -- Operation motor

28a, 28b -- Rolling-up roller

C1 -- Left figure handle display train

C2 -- Inside pattern display train

C3 -- Right figure handle display train

F -- Cover film

G -- Cover pattern

K -- Grid

S -- Slit

80 -- Slot machine

81a -- 1st inner reel

81b — Reel outside the ** 1st
87 — Display window

[Translation done.]

* NOTICES *

Japan Patent Office is not responsible for any
damages caused by the use of this translation.
1.This document has been translated by computer. So the translation may not
reflect the original precisely.
2.**** shows the word which can not be translated.
3.In the drawings, any words are not translated.
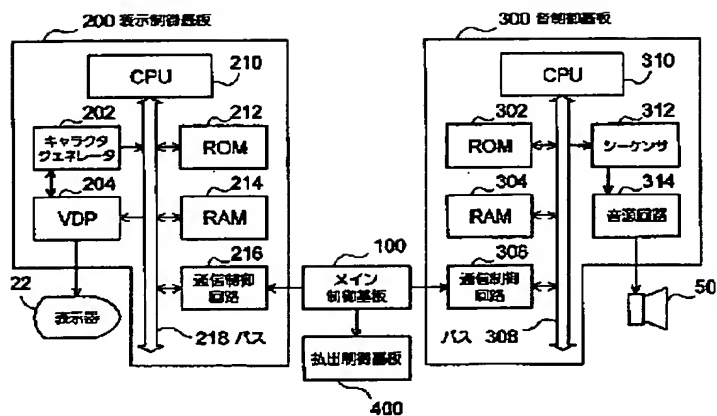

DRAWINGS

[Drawing 1]

[Drawing 5]

(Ⅰ) →

[Drawing 6]

(Ⅱ)

[Drawing 2]

100メイン制御基板

65,66 始動口センサ
58 ゲートセンサ
52,70 入賞センサ
48 操作ボタン
25 作動モーター
54 ソレノイド
16,20,28,28 表示器

CPU 110
入力処理回路 102
出力処理回路 104
表示制御回路 106
ROM 112
RAM 114
通信制御回路 116
118 バス

表示制御基板 200 — 表示器 22
音制御基板 300 — 50
払出制御基板 400 — 払出装置 450
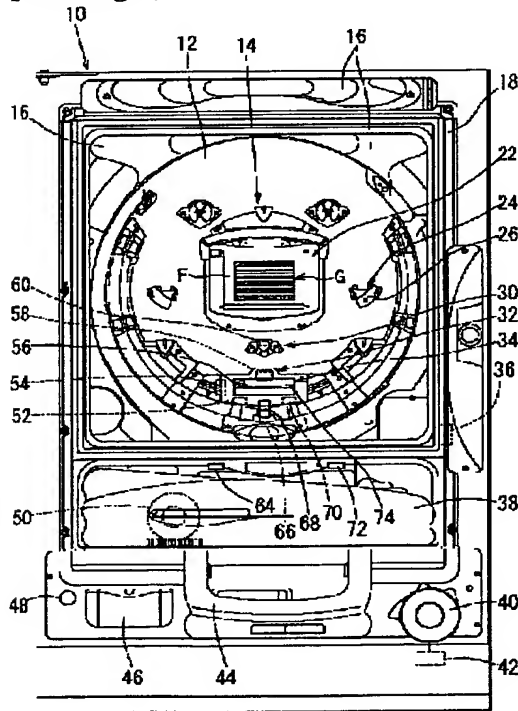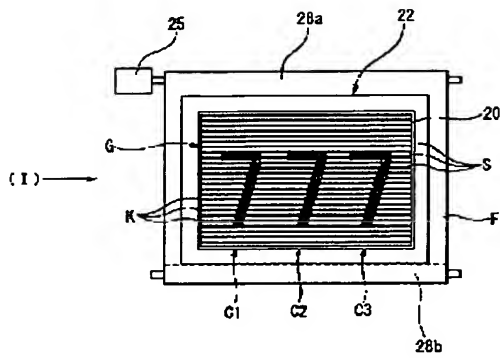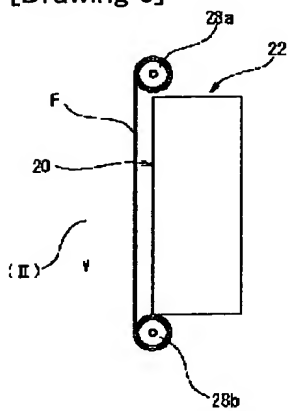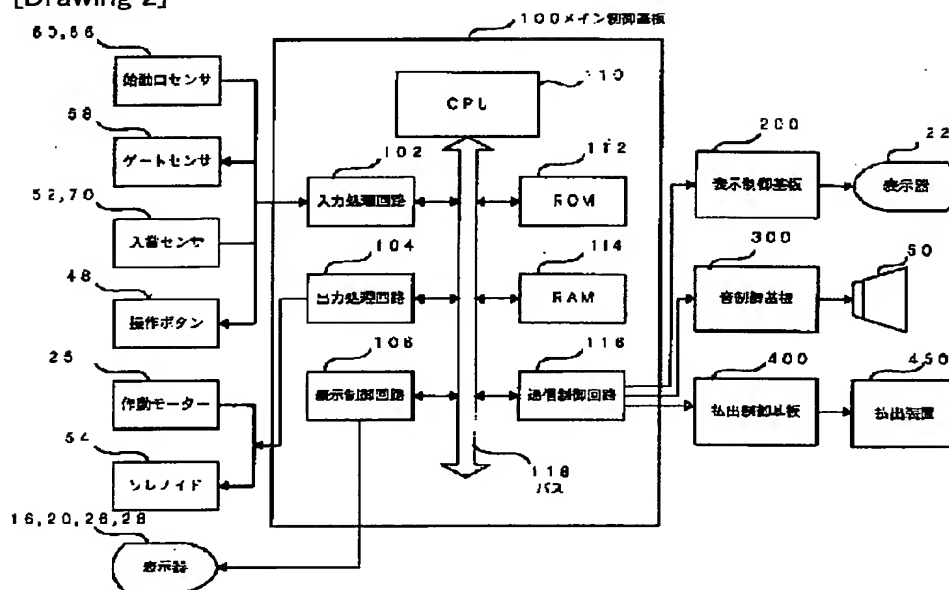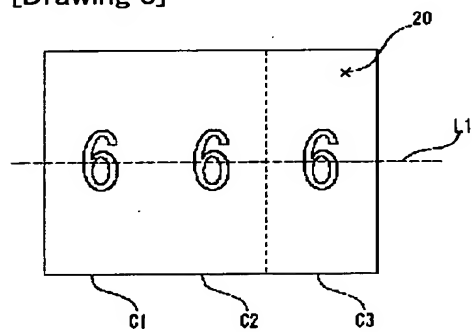
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[Drawing 8]

[Drawing 9]

[Drawing 4]
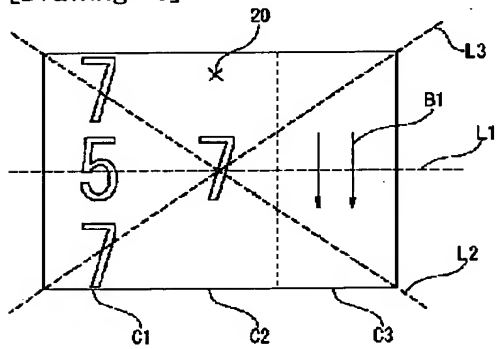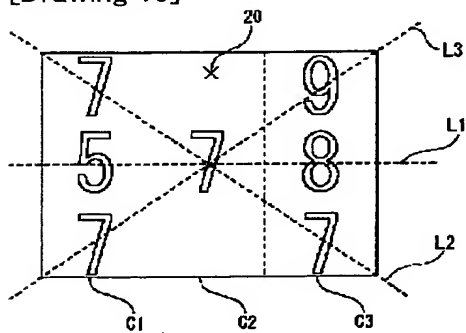

(A)   (B)
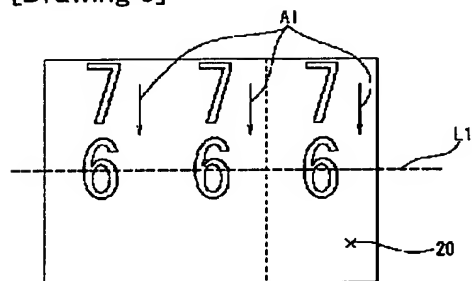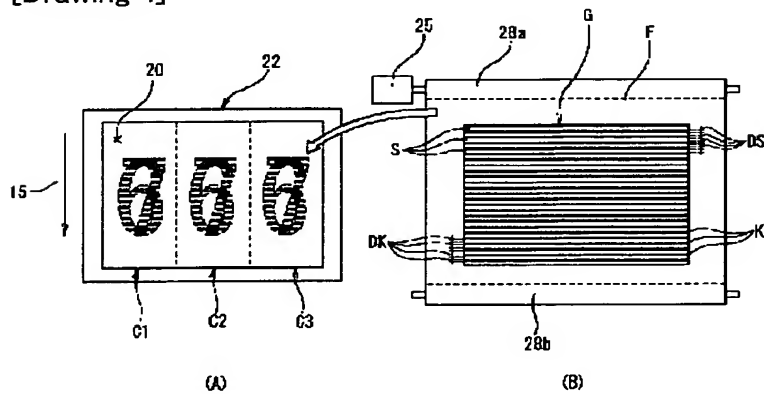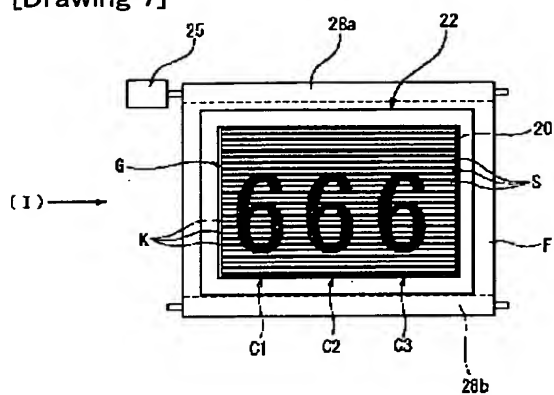
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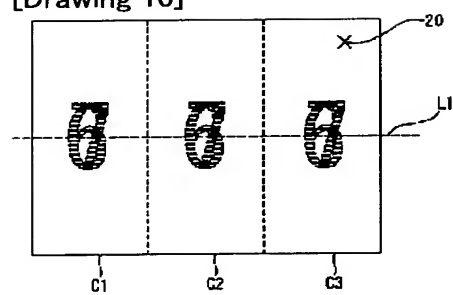
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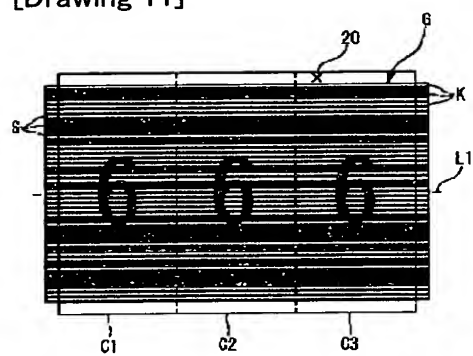
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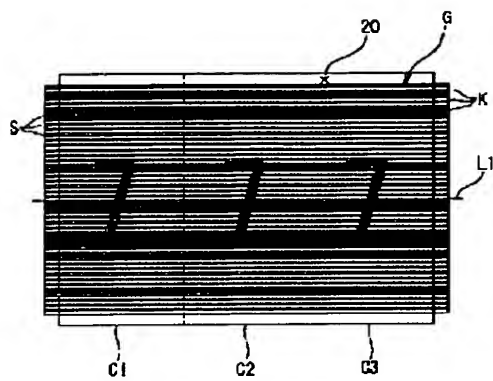
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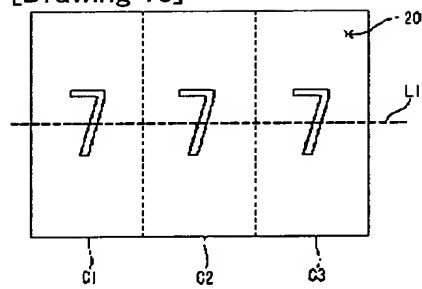
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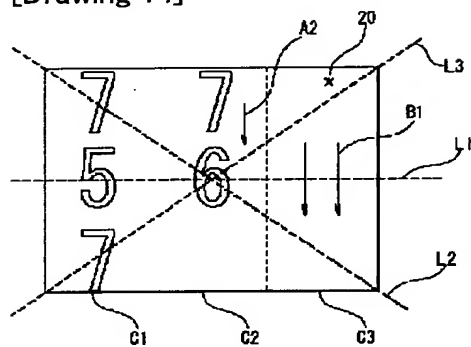
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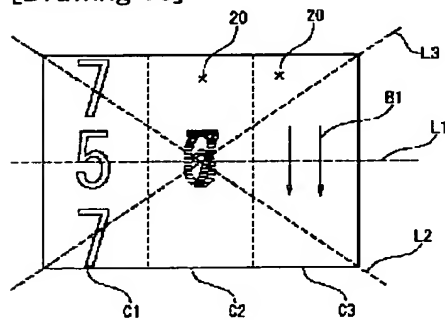
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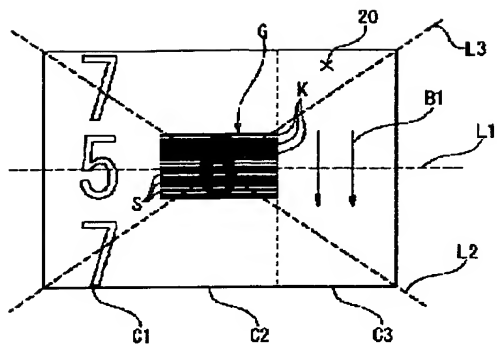
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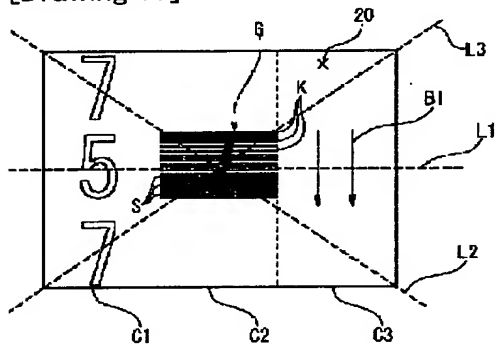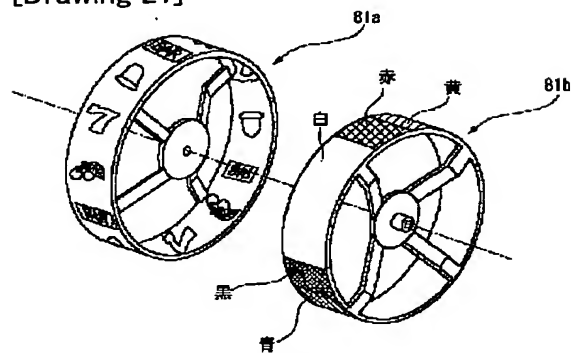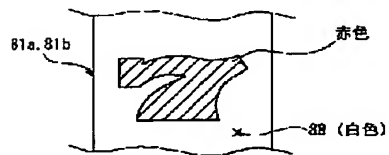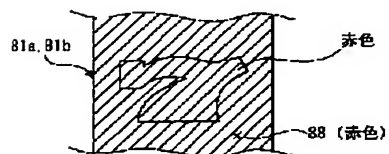

[Drawing 18]

[Drawing 19]

[Drawing 20]
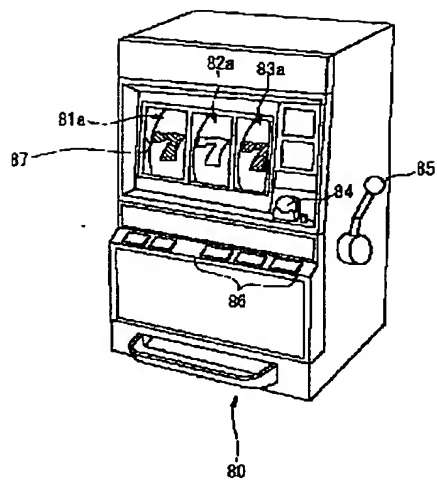
[Drawing 21]

[Drawing 22]

(A)

(B)

[Translation done.]